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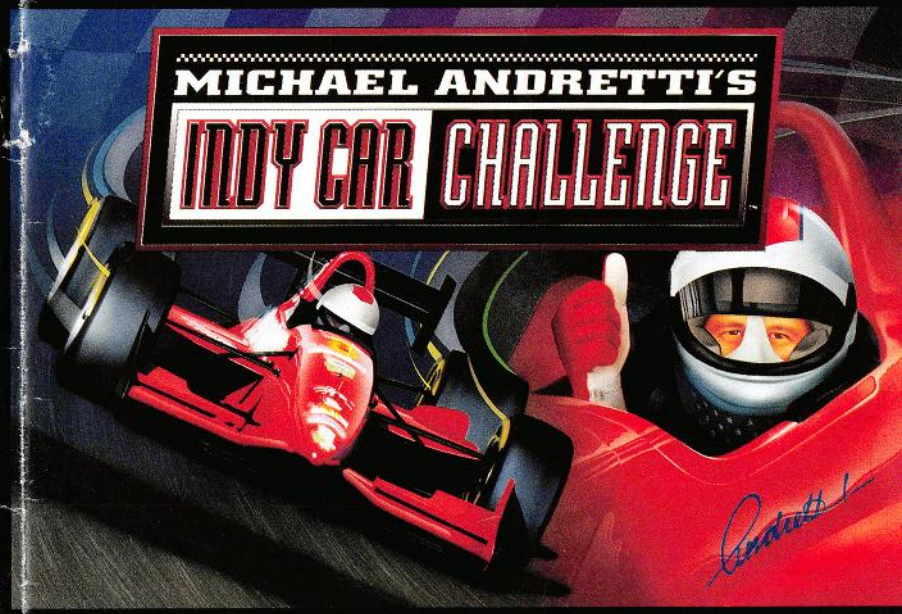

INSTRUCTION MANUAL

SUPER NINTENDO ENTERTAINMENT SYSTEM®

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Bullet-Proof Software, Inc.
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MICHAEL ANDRETTI'S INDY CAR CHALLENGE™

INSTRUCTION MANUAL

Special thanks to
Michael Andretti for
his professional
racing advice and cooperation
in producing this game.

Bullet-Proof Software®

THE CHALLENGE

Speed and glory. That's the goal in Michael Andretti's Indy Car Challenge—to travel faster and with more control than the competition, to win more races and to outrun Michael Andretti at his own game. The championship circuit is a whirlwind tour through 15 North American courses and a series opener in Australia. The courses range from the classic oval tracks to the winding street circuits and road courses. Some tracks are flat, while others feature hills.

If you finish in the top 6, you can review your achievements at the end of every race with an instant replay that shows the race from your choice of 3 view modes. If you win, and keep winning throughout the entire circuit, you'll finish the series with a showdown against the champ: Michael Andretti.

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DEVELOPED BY GENKI CO., LTD.

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Introduction

Hailing from the first family of American racing, Michael Andretti is the most successful Indy Car driver of the decade. From the 1990 through 1993 racing seasons, Michael has amassed more Indy Car victories and pole positions, and has led more laps than any other driver in the sport – even though he raced in Formula One in 1993, missing that year's Indy Car series altogether.

Born on October 5, 1962, Michael Andretti began his amazing career racing go-karts at the age of nine. Since then, he has won championships in Formula Ford, Super Vee, Formula Atlantic and Indy Car, including the 1991 PPG IndyCar World Series Championship. Since his Indy Car debut in 1983, Michael has gone on to become one of racing's brightest stars and is widely regarded as the most skilled driver on the circuit.

Notes

Hints & Strategies

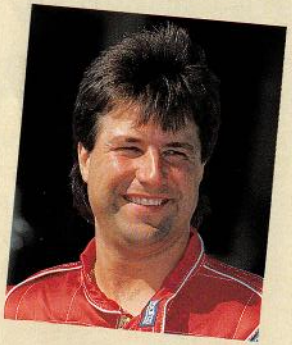
Vehicle Setup: When first playing this game, it is important that you set up your Indy Car for maximum balance and acceleration on all street circuits and road courses. Until your skill level increases, control and quick acceleration are more important than high top speed.

As your skill level improves, trade off some of the balance for more speed. The "default" setting for each track is programmed for drivers with average experience.

Pit Strategies: If a pit stop is inevitable during the race, plan to make your stop as early as possible. It's much easier to make up lost "pit" time in four laps than it is in two. Be careful that you don't pit too early, however, or you may not be able to finish the race without refueling again.

Steering: Keep a light touch while steering. Quick, light reflexes will result in success, while too much heavy handling will result in crashes.

Practice: Spend time in the practice mode developing your driving skills and learning the 16 tracks. The more familiar you are with each of the tracks, the better you will do in competition.



As a professional race car driver, you can't think of racing as a job. Winning is your job - racing is your life. During the season, you're constantly thinking about the next race as well as evaluating every detail of the one you just ran. On the off season, you're getting ready for the series ahead. You have to *live* racing to be successful at it.

When I'm competing, I don't have time to think of anything else. What it basically comes down to is finding the perfect balance between guts and restraint. You've got to have the skill and courage to go for the aggressive moves, but you've also got to know when to back off. Indy Car racing isn't just about speed, it's also about knowing that your fiercest competitor is right there with you in your skin, daring you to stretch the limits just a little bit more.

Welcome to my world...
I hope you like it.

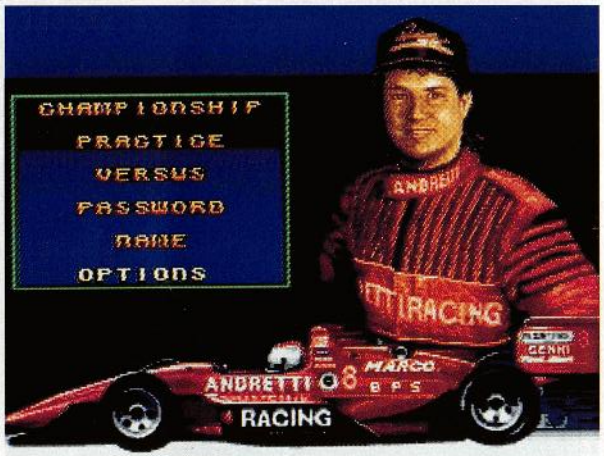
Michael Andretti

Racers, Start Your Game!

Michael Andretti's Indy Car Challenge is a racing game for one or two players. Insert the Game Pak into your Super NES and turn on the power. The title screen will appear. When you're ready to play, press the Start Button to move on to the selection screen.

Selection Screen

There are a few decisions to make before you can start racing. The selection screen allows you to choose from three modes of play, enter a password



Manual

In the "Manual" view mode, you control and adjust the viewpoint from which you see the replay. For a wide view that encompasses more of the field, press the R Button. Press the L Button to zoom in for a tighter look at the action. In this mode, you can rotate the camera view 360° around your Indy Car by pressing Right and Left on the Control Pad.

Auto

In the "Auto" view mode, you view the replay in a combination of viewpoints which are controlled by the game.

Note:
During the replay, press Up and Down on the Control Pad to select your view. You can change your viewing mode at any time during the replay. To exit the replay mode at any time, press the Start Button to pause the game, then press the L & R Buttons simultaneously.

Instant Replay

After every practice race, and if you finish in the Top 6 of a championship race, you'll be given the option of viewing a real-time replay of the entire run. To view the replay, select "Yes" at the

prompt, and press the Start Button. There are three replay viewing modes for you to choose from: Camera, Manual and Auto.

Camera

In the "Camera" view mode, you review the race from the perspective of a multitude of track-level camera angle views.

to continue in the championship circuit, enter your name and access other playing options. The modes of play are explained beginning on page 12. Explanations of the other selections are as follows:

Password

If you've earned a password from a previous championship circuit session, you can access the password entry screen with this option. Move the cursor using the Control Pad. Press the A Button to enter each letter of the password (press the B Button to back up). Then press the Start Button when the password is entered correctly to return to the selection screen. Choose "Championship" to rejoin the circuit where you left off.

Name Entry

This selection allows you to enter your name so that it will appear in the list of drivers during the announcements of qualifying positions and race results. Move the cursor using the Control Pad. Press the A Button to select each letter and press the B Button to back up. If you want your name to appear in the same way as the other drivers' names, enter your first initial and your last name. Press the Start Button to go back to the selection screen when the task is complete.

Downforce

High downforce increases your grip on the track, but decreases your top speed and acceleration rate. Low downforce is good for speed and acceleration, but offers less control.

Gear Ratio

A high gear ratio offers a high top speed at a slower acceleration rate. A low gear ratio decreases the top speed and increases the acceleration rate.

Pit

If you are running low on fuel, it's time to make a pit stop. To enter the pit area, follow the yellow arrows pointing to the side of the track. Once you enter the pit area, your crew takes control of your Indy Car. You regain control once the adjustments have been made and you exit the pit area.

Car Adjustments

Before all practice, qualifying and championship races, you are allowed to make adjustments to three characteristics of your vehicle. They are as follows:

Tire Pressure

High tire pressure gives you less grip on the road, but increases your top speed and acceleration rate. Low pressure gives you more balance and control, but less overall speed.

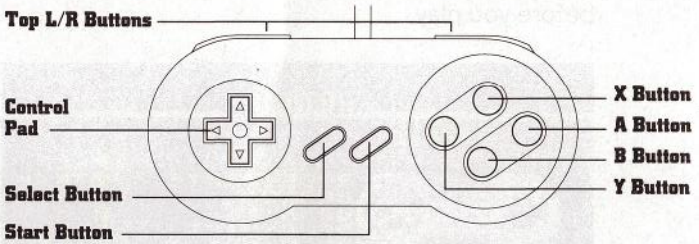
Options

The game options screen allows you to customize the assigned controls, to choose an automatic or manual transmission for your vehicle (automatic transmission is the default), to select the level of difficulty and to listen to the sounds of the game before you play.

Once you've mastered the "Normal" difficulty level, try competing in the "Pro" level where you race without the benefit of Michael's full coaching, turn indicator arrows and automatic braking around curves.

Controls

This game features a realistic Indy Car "rolling start." As soon as the lead car crosses the starting line, you'll have control over your vehicle.



Control Pad Left

Press Left on the Control Pad to steer your car to the left.

Move cursor to the left in selection screens.

Control Pad Right

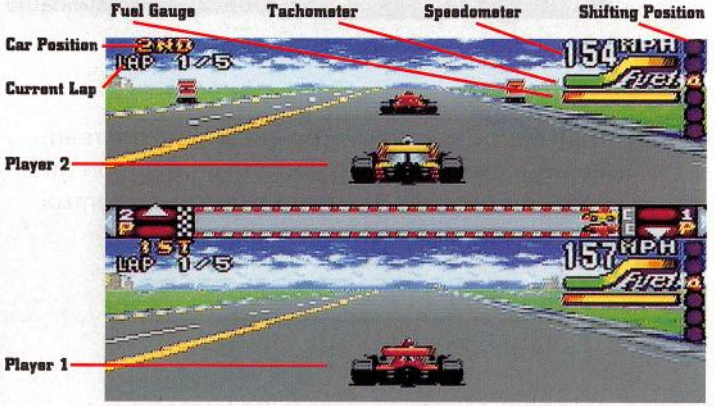
Press Right on the Control Pad to steer your car to the right.

Move cursor to the right in selection screens.

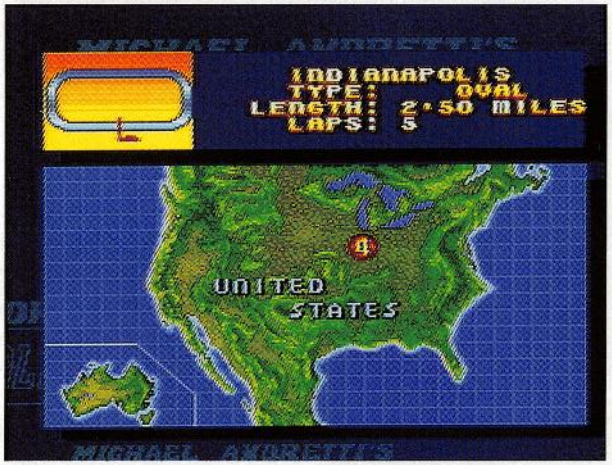
X Button

Press the X Button to accelerate.

The split-screen view displays the action from behind both Indy Cars, along with the relative positions of the cars in the middle of the screen. The first car to complete the race wins.



Versus Mode



The two-player simultaneous Versus Mode is a split screen race on any of the 16 championship circuit courses. Select a course using the Control Pad to move the cursor, then press the Start Button to move on.

Each player can choose from five different vehicle setups in the Versus Mode. Some settings are geared for higher speeds and acceleration, while others emphasize better control and handling through the curves. Make your decision based on the layout of the selected course. You can scroll through the various setups by pressing Left and Right on the Control Pad. Press the Start Button when you're ready to race.

A Button

Press the A Button to brake.

Press to select a highlighted menu option.

Y Button

Press the Y Button to shift into reverse.

B Button

Press the B Button to cancel a selection.

R Button

If you've selected a manual transmission in the options screen, press the R Button to upshift.

In the "Manual" replay mode view, press the R Button to see a wider camera view.

L Button

If you've selected a manual transmission in the options screen, press the L Button to downshift.

In the "Manual" replay mode view, press the L Button to zoom in for a closer view.

Start Button

Starts the game. Pauses and unpauses the game during races and replays.

If you wish to exit a race or replay, press the Start Button to pause the action, then press the L and R Buttons simultaneously to exit.

Modes of Play

There are three ways to play Michael Andretti's Indy Car Challenge. You can join the championship circuit, practice on any of the 16 circuit courses or challenge a friend to a two-player simultaneous race on any of the circuit courses.

Note: Before attempting to compete in the championship circuit, be sure to develop your driving skills in the practice mode.

Championship Mode

The one-player championship circuit follows a 16 race season which leads to the ultimate racing challenge. If you accumulate more points than your computer-controlled opponents over the season,

You'll also receive a point if you earned pole position and another point if you were the top lap leader. If you have the highest point total among the racers on the circuit after the 16th race in Monterey, you'll be able to challenge Michael Andretti to a final race.

Practice Mode

In Practice Mode, you can choose to speed through any of the 16 courses on the championship circuit. When the map appears, press left and right on the Control Pad to move the cursor to various races on the circuit. Then press the Start Button to begin a practice run on the selected course. Practice will ready you for your attempt to earn the championship circuit title.

When the race is over, you'll see the race results and series rankings. You'll earn circuit points depending on your achievements in the race. The point breakdown is as follows:

Position	Points	Position	Points
1st	20	7th	6
2nd	16	8th	5
3rd	14	9th	4
4th	12	10th	3
5th	10	11th	2
6th	8	12th	1

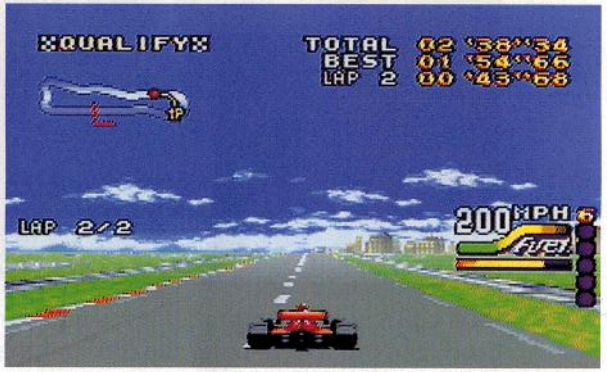
you'll earn the chance to test your racing abilities in an all-out competition with Michael Andretti. The circuit begins in Australia then moves to North America and concludes in Monterey. After every

MICHAEL'S ADVICE
R 1
AUSTRALIA
-S.CIRCUIT-
LENGTH 2.79
LAPS 5
THIS IS A FAST TRACK WITH VERY LONG STRAIGHT-AWAYS. THE STRAIGHT-AWAYS ARE CONNECTED BY A SERIES OF SHORT TURNS, SO QUICK AND RESPONSIVE STEERING IS A MUST.

race, you'll earn a password. Jot the password down and use it to re-enter the circuit at that point during another playing session.

Michael Andretti offers advice about every course before the racing begins. Make sure to take note of his advice and to look over the course map before you start. When you move on to the next screen, you'll have the option to adjust the tire pressure, downforce and gear ratio of your vehicle. These factors are explained on page 20.

Every championship race begins with a two lap qualification round. This allows you to get acquainted with the course and to earn a good starting position. At the end of the round, your time will be compared to the qualification times of the computer-controlled cars. A good time will get you closer to the front of the pack for the main event. The best time will earn you the pole position. If you exit out of the qualification round, you will be assigned the last starting position.



During the race you'll be able to keep track of your position, the current lap, the speed of your vehicle, the tachometer (useful if you're using a manual transmission), the remaining fuel and the current shifting position. The main section of the screen shows the track, your Indy Car and, in most cases, a marker that displays the position of the vehicle immediately in front of you.

The display in the upper left corner of the screen displays all the vehicles' positions on the track. "1P" indicates your position, and the large yellow dot indicates the position of the vehicle leading the race. The small yellow dots represent all of the other drivers ahead of you, and the small gray dots indicate the positions of the vehicles behind you.